

to 50% of his losses at the slot machine. A slot machine in insurance mode might display, for example, "Insurance in Effect." Other modes may include modes where a slot machine makes periodic, guaranteed payouts to a player, modes where a portion of a player's winnings are withheld to pay for future benefits, and modes where a player's winnings are shared among team members. Many other modes are possible, and many other text messages or signs may be displayed indicating such modes.

[0198] In one or more embodiments, display devices or angular surface locations of display devices that are not displayed along a payline may display indicia unrelated to the game at hand. For example, a first display device on a reel stops along a payline. The first display device shows the image of a plum symbol. A second display device on the same reel is located right above the first display device. The second display device, however, is not displayed along a payline. Therefore, the second display device may display anything, since its display has no effect on what the player will be paid. For example, display devices or angular surface locations of display devices not displayed along a payline may display advertisements to the player. Advertisers may pay the casino for advertising their products on the slot machines. Display devices or angular surface locations of display devices not displayed along a payline may also display video clips from television shows, movies, or sporting events, and text messages for the player, including explanations of an outcome, messages relating to the mode of the slot machine, communications from other players, and survey questions for the player to answer in return for a benefit. Advertisements and other displays unrelated to the game may even be displayed on display devices or angular surface locations of display devices that are displayed along a payline, so long as the advertisements do not obscure the other indicia displayed thereon. In addition, advertisements and other displays unrelated to the game may be displayed on display devices or angular surface locations of display devices that cross a payline, so long as the display devices or angular surface locations of display devices do not stop along the payline.

[0199] Embodiments of the present invention provide a convenient platform on which a player might view multiple video feeds simultaneously. For example, a player may watch multiple television channels simultaneously. The player may watch each television channel, for example, on a separate display device or angular surface location of a display device. The player could thereby watch a different channel for every display device in view of the player. This embodiment might allow an avid sports fan, for example, to follow multiple basketball games simultaneously.

[0200] In one embodiment, one or more mirrors may multiply the number of apparent spinning reels. For example, a physical reel may rotate in a plane parallel to a mirror. A player watching the reel would also see the reflection of the reel in the mirror, making it appear as if there were two spinning reels. If the physical reel were flanked on either side by a mirror, then, together, the two mirrors could create an indefinite number of apparent replicas of the reel.

[0201] In one embodiment, a player may wear goggles that display images to the player. The goggles may, for example, contain small display screens maintained in front

of the player's eyes. The screens may show animated images of a set of reels. Furthermore, the images shown to the player's left and right eyes may differ in the apparent viewing angle with which the reels are shown. This offset in viewing angle may create an illusion of three-dimensionality for the image. The player's goggles may be in communication with a slot machine, e.g. via a tether wire or wireless communication. The player's slot machine may generate an outcome and communicate the outcome to the goggles. The goggles may then display the spinning of reels, ultimately resulting in the reels stopping to reveal the outcome communicated from the slot machine. Using the goggles, the player may perceive a better illusion of three dimensionality than he would viewing a flat display screen on a slot machine. Of course, the goggles may use other well-known techniques for creating illusions of three-dimensionality. For example, the goggles may display random-dot stereograms.

[0202] In one embodiment, a player may wear glasses or goggles that interact with the images displayed on a slot machine to create the illusion of three-dimensionality. For example, a display device of a slot machine alternately displays a rendition the same object first as if viewed from a player's right eye, and secondly as if viewed from a player's left eye. Meanwhile, the player wears goggles that alternately block out the view from a player's left and right eyes. For example, the goggles alternately darken a lens in front of a player's left and right eyes. The goggles are synchronized with the slot machine. When the slot machine displays an image as if viewed from a player's right eye, the left lens of the goggles is darkened, so that the player can only see the image using his right eye. When the slot machine displays an image as if viewed from the player's left eye, the right lens of the goggles is darkened, so that the player can only see the image using his left eye. The left and right images, and the darkening of the lenses, are alternated many times per second, so that it appears to the player as if he has continuous viewing ability through both lenses. The overall effect is to make the image of the slot machine appear three-dimensional. The player may thereby view reels displayed on a flat display device as if they were three-dimensional reels.

[0203] In another embodiment, two projectors project images onto the same location of a screen on a slot machine that is in view of a player. The two projectors each project images of the same object, although, again, one image shows the object as if viewed using the left eye, and one image shows the object as if viewed from the right eye. Each projector projects through a polarizing filter. The polarizing filter of one of the projectors only allows the passing of light whose polarization is of a first orientation, and the polarizing filter of the other projector only allows the passing of light whose polarization is of a second orientation. The two orientations are perpendicular to one another. Meanwhile, the player wears glasses containing polarizing lenses. One lens corresponds to the polarization of the first polarizing filter. The other lens corresponds to the polarization of the second polarizing filter. Thus, with a given eye, the player can only see an image projected from one of the two projectors. With his right eye, the player sees the image of the object as if viewed from the right eye. With his left eye, the player sees the image of the object as if viewed from his left eye. Once again, the disparate views of the object create the illusion of three-dimensionality. This technique for cre-